

GAMEBOY ADVANCE

AGB-FSME-USA



**SUPER  
MARIO BROS.®**

**INSTRUCTION BOOKLET**



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

 **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.**

### **NEED HELP PLAYING A GAME?**

You can visit our website at [www.nintendo.com](http://www.nintendo.com) for game play information.  
For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.  
This may be a long distance call, so please ask permission from whomever pays the phone bill.

**Rather talk with a game counselor?**

**1-800-521-0900**

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)  
Please have Visa or MasterCard ready

**MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time**

Callers under 18 need to obtain parental permission to call. Prices subject to change.

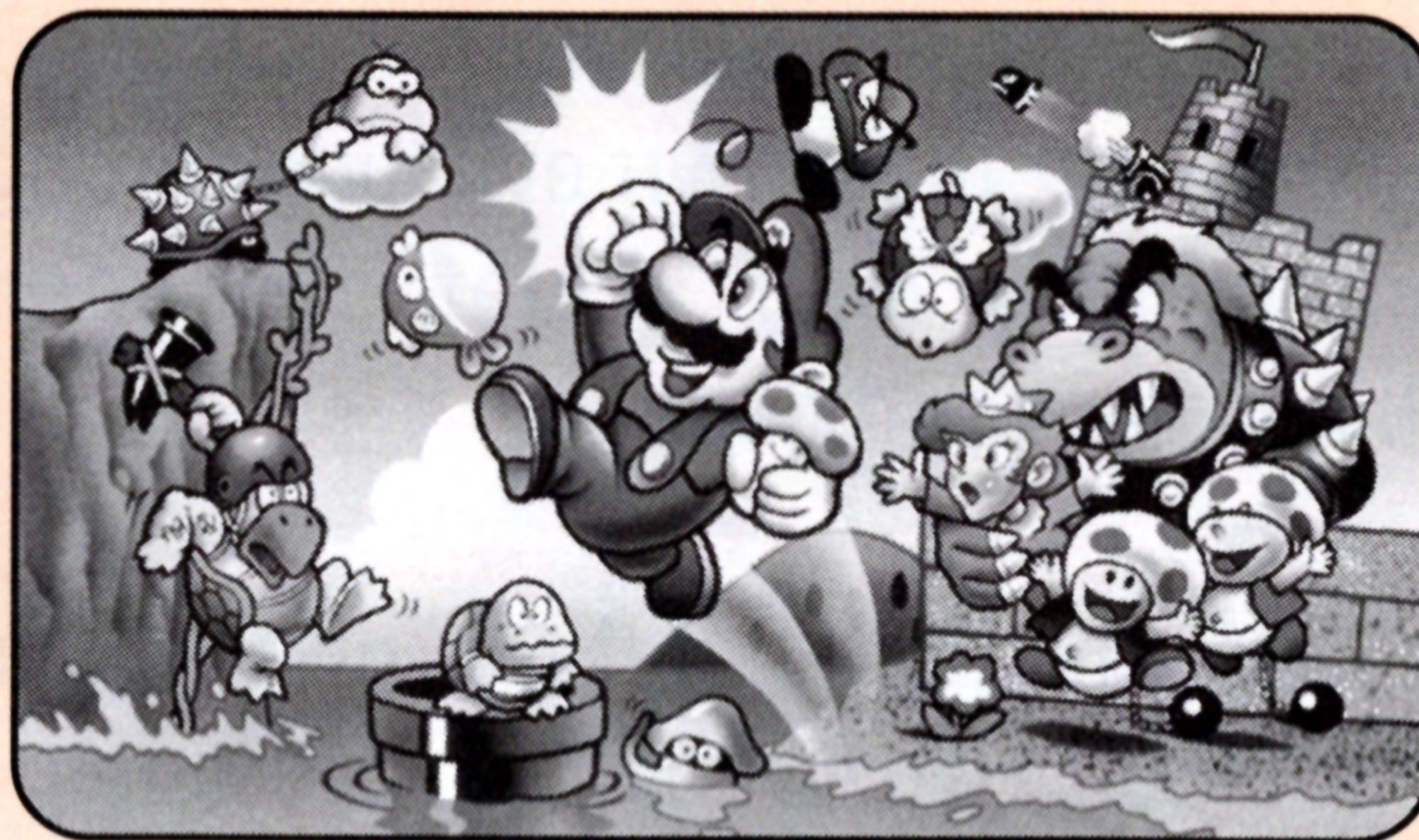
TTY Game Play Assistance: 425-883-9714



# ***CONTENTS***

<b>6</b>	Story
<b>8</b>	Controls
<b>9</b>	Title Screen
<b>10</b>	System Menu
<b>11</b>	How to Play

<b>12</b>	Enemies
<b>14</b>	Extra Lives and Power-Ups
<b>16</b>	Techniques
<b>18</b>	Game Tips
<b>19</b>	Linked Play
<b>23</b>	Warranty & Service Information



Mario embarks on a Mushroom Kingdom quest to rescue Princess Toadstool and the Mushroom People from Bowser and his army of Koopa henchmen!

## ***STORY***

Once upon a time, the peaceful Mushroom Kingdom was invaded by the Koopa, a tribe of turtles infamous for their dark magic. These terrible terrapins transformed the peace-loving Mushroom People into stones, bricks, and, ironically, mushrooms, then set their own evil king on the throne. In the wake of the ghastly coup d'etat, the scenic Mushroom Kingdom fell into ruin and despair.

It is said that only the daughter of the Mushroom King, Princess Toadstool, can break the evil spell and return the inhabitants of the Mushroom Kingdom to their normal selves.

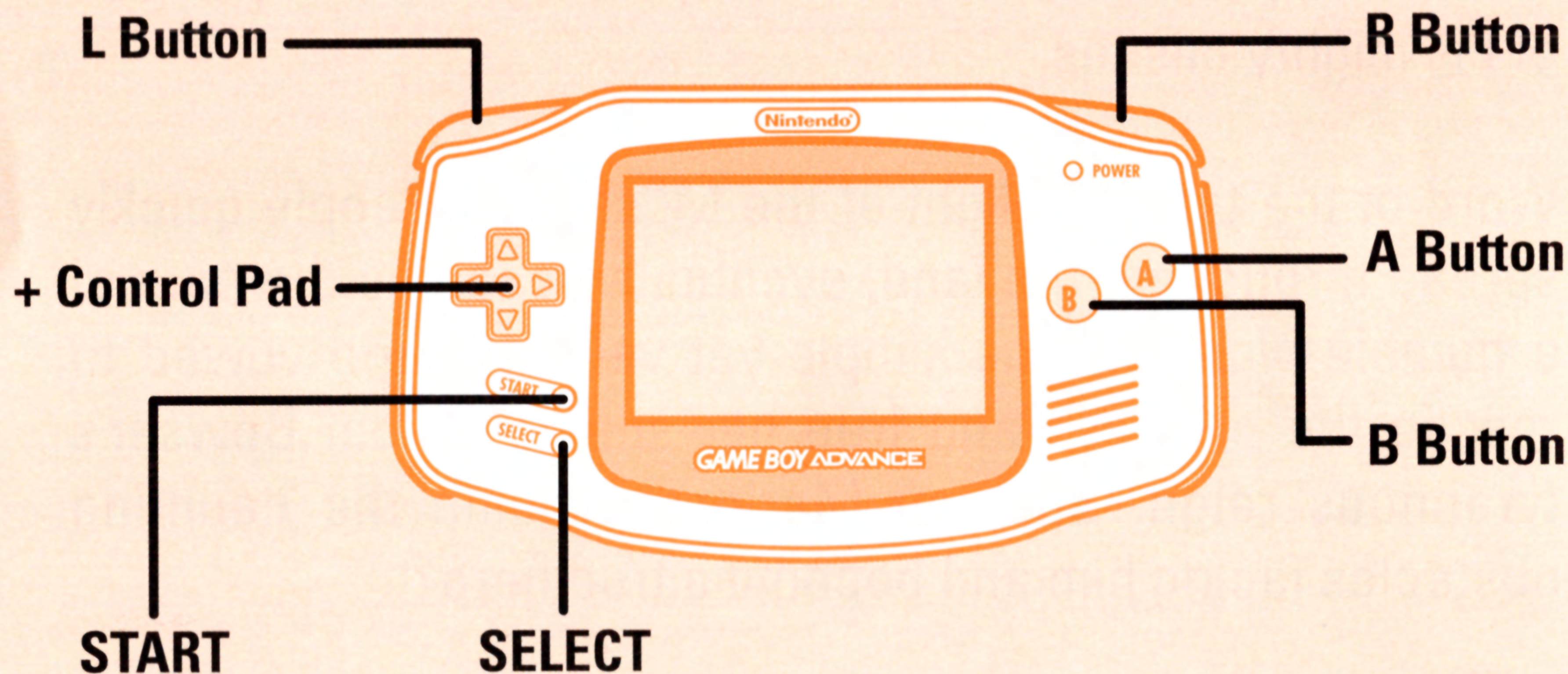
But Bowser, the King of the Koopas, knew of this prophecy and kidnapped the lovely princess, hiding her away in one of his mighty castles.

Word of the terrible plight of the Mushroom People quickly spread throughout the land, eventually reaching the ears of a humble plumber. The simple yet valiant Mario vowed to rescue the princess and free her subjects from Bowser's tyrannous reign. But can Mario overcome the daunting obstacles facing him and become a true hero?



# CONTROLS

Insert the Game Pak into the Game Boy Advance and turn the power ON.




\*For more information about the Game Boy Advance SP or the Game Boy Player, refer to the manuals for each system.

# TITLE SCREEN

## SELECT

Press SELECT at the title screen to move the

 next to the game mode you want to play.

\*Once the game begins, SELECT is no longer used.



## START

Press START to begin the game mode you've selected.

### ● Pausing the game:

Press START during play to pause the game. To resume the game, press START again.

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## START + SELECT + A + B Buttons

Press simultaneously to reset the game.

\*Not available during Linked Play.

## L Button + R Button

Press simultaneously to access the system menu. From the system menu, you can reset, save, or sleep. If you press the L and R Buttons simultaneously during Linked Play, the Finish Linked Play confirmation screen will be displayed—from there, you can end your current game. Turn the power ON while holding the L and R Buttons to access a menu from which you can restore saved data to the default settings.

# SYSTEM MENU

## ■ Continue

Continue your game.

## ■ Reset

Return to the title screen.

## ■ Linked Play

Connect with another player and play together using the Game Boy Advance Game Link cable. For more detailed instructions, refer to the “Linked Play” section of this manual.

## ■ Save High Score

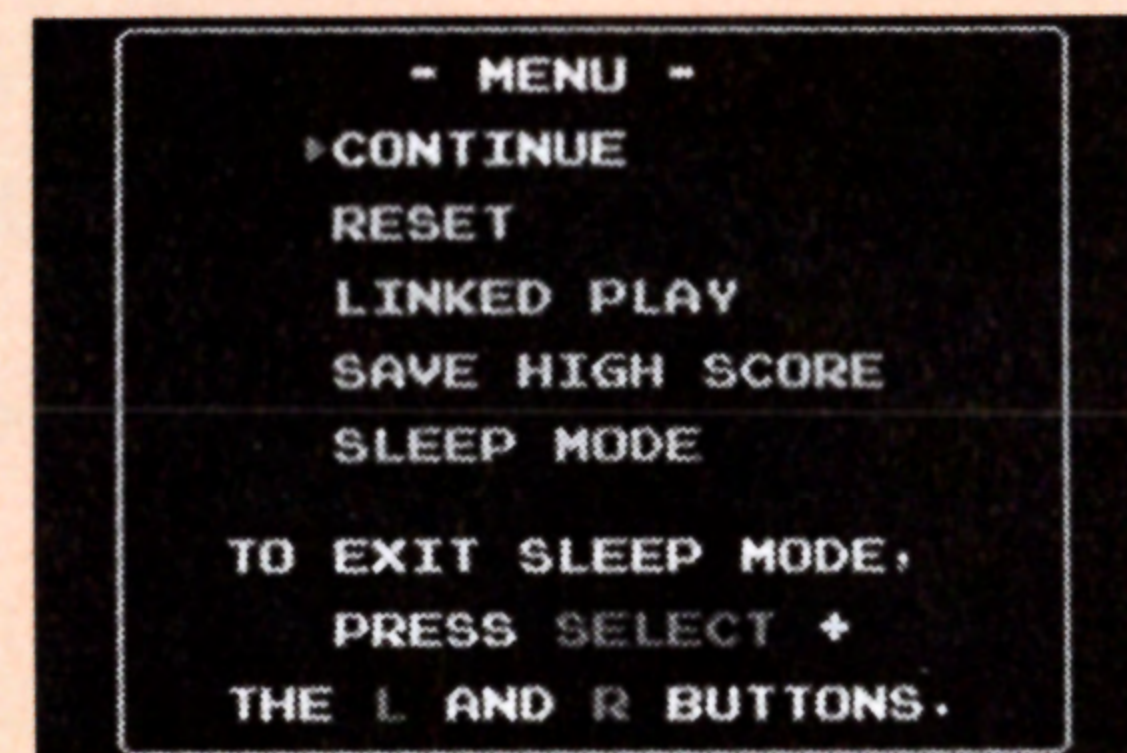
High scores will be saved even after the power is turned OFF.

\*High scores cannot be saved during Linked Play.

## ■ Sleep Mode

The power remains ON, but the liquid crystal display will turn off and the game will pause to reduce battery consumption.

\*If the batteries run out during Sleep mode, the power will turn OFF.



# HOW TO PLAY

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## + Control Pad

Use the + Control Pad to move.

Press down on the + Control Pad to squat as Super Mario.



Press to walk left or right.  
Press left or right and hold the B Button to run.  
To enter horizontal pipes, walk directly into them.

## A Button

Jump.

\*Tap lightly for a short hop, or press and hold longer to jump higher.

Swim

\*While swimming, tap the A Button to swim forward and to the surface.

\*When underwater, avoid the holes at the bottom of the screen—if you fall in one, you'll lose a life.

## B Button

Run.

\*Press and hold the B Button while walking to a run. Jump while running to add height to your jump.

\*Throw fireballs when powered-up as Fire Mario.

# ENEMIES

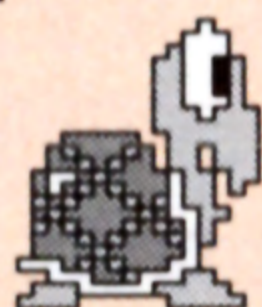
## Goomba



Stomp on these traitorous mushrooms to end their evil ways.

100 PTS.

## Green Koopa Troopa



Jump on their head to stun them back into their shell.

100 PTS.

## Red Koopa Troopa



Red-shelled Troopas are also vulnerable to attacks from above.

100 PTS.

## Green Koopa Paratroopa



Jump on these airborne troops to break their wings.

400 PTS.

## Red Koopa Paratroopa



Ground these Koopa flyboys with a swift stomp to the head.

400 PTS.

## Buzzy Beetle



Don't bother flinging fireballs—they're protected by their fire-proof shells.

100 PTS.

## Hammer Bros.



Heads up! These burly brothers will toss their hammers at you.

1000 PTS.

## Piranha Plant



Don't land on these plants from above, or you'll become plant food!

200 PTS.

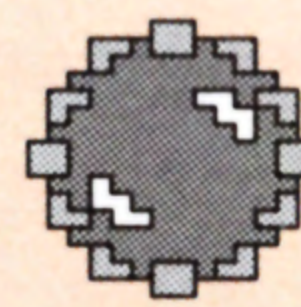
## Lakitu



This mysterious cloud-dweller tosses Spiny Eggs from above.

200 PTS.

## Spiny Egg



Dropped by Lakitu, these thorny eggs shred any unlucky plumber in their path.

200 PTS.

## Spiny



Don't stomp on this thorny creature.

200 PTS.

## Bullet Bill



Dodge or stomp on this powerful projectile.

200 PTS.

## Cheep-Cheep



This troublesome fish has been known to attack unwary adventurers.

200 PTS.

## Blooper



A voracious predator known for persistently pursuing swimmers.

200 PTS.

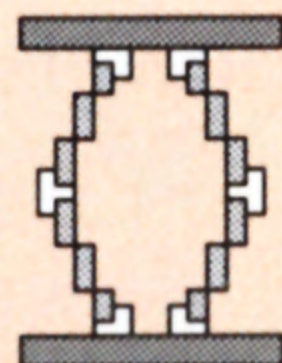
## Podoboo



These searing balls of magma are often placed to protect Bowser's castles.

## Jumping Board

Allows you to leap to soaring heights—press the A Button when it springs up to vault yourself into the sky.



## Bowser

Bowser's fire-breathing abilities make him the most dangerous foe in the Mushroom Kingdom!



## Princess Toadstool



The princess is the only one who holds the power to overcome Bowser's vile magic.

## Toad

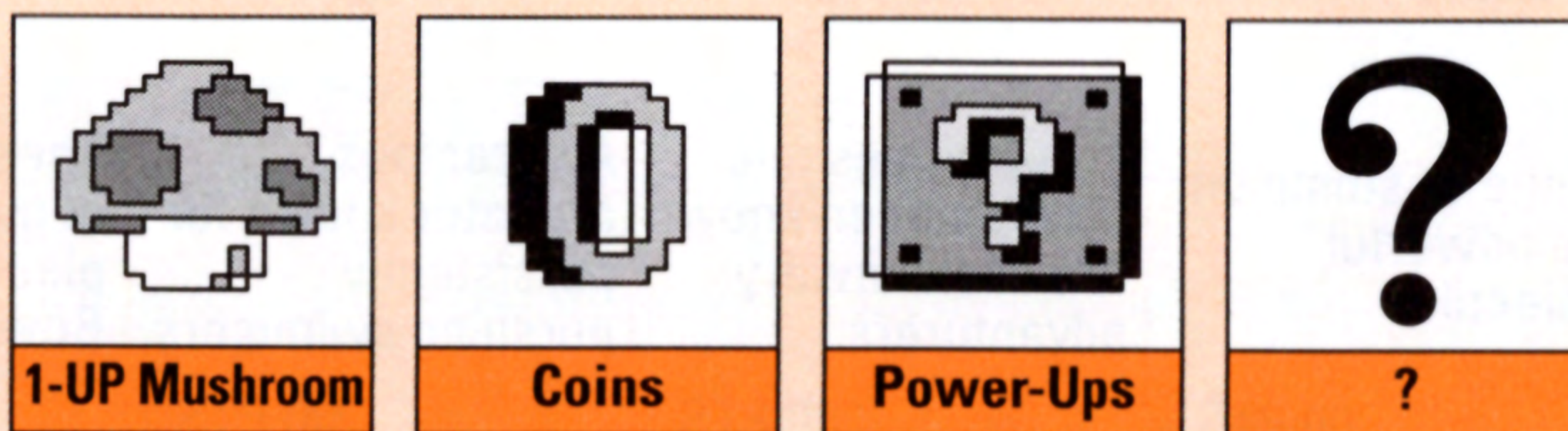


Seven mushroom people in the service of the princess are being held hostage by Bowser.

## EXTRA LIVES AND POWER-UPS

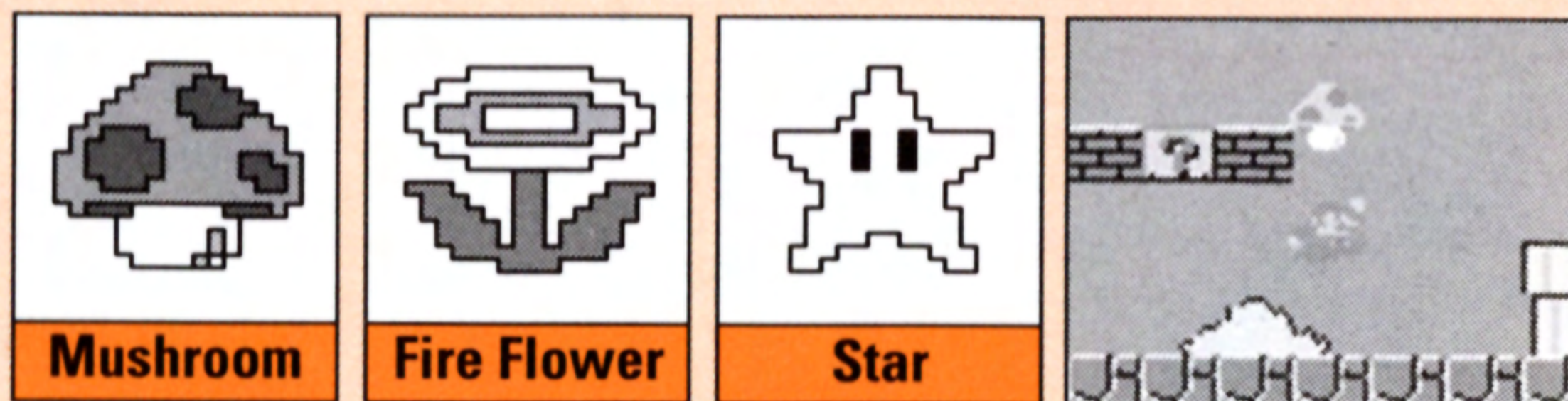
Grab a 1-UP Mushroom to earn an extra life. You will also earn extra lives for every 100 coins you collect.

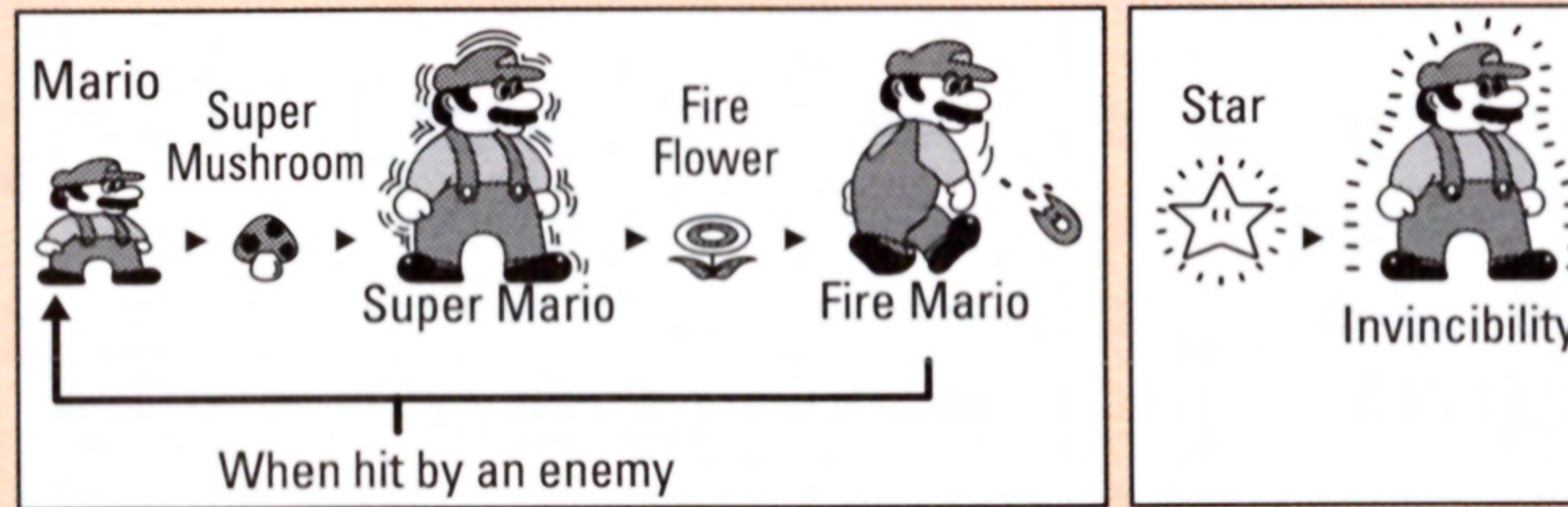
There are even more ways to get extra lives—experiment to find them!



### Power-ups

Bump and break blocks to search for Mushrooms, Fire Flowers, and Stars, then grab them to power up.





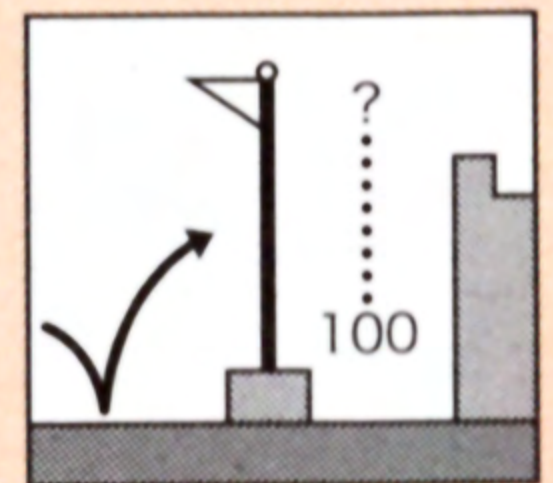
If you are struck by an enemy while you are Super Mario or Fire Mario, you won't lose a life—you'll shrink back to the size of small Mario. When you shrink, you'll become temporarily invincible. During that time, you will appear semi-transparent.

## Defeating a Stage

To complete a stage and progress to the next one, you must survive the journey to the stage goal. If you lose a life after you've passed the halfway point of a stage, you will begin again at the halfway point instead of at the beginning of the stage.

## Stage Goal

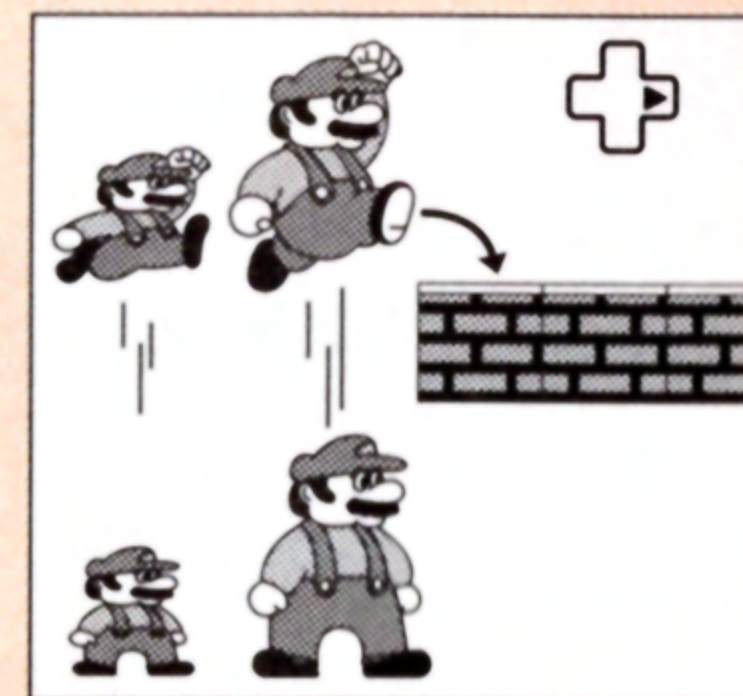
At the end of each stage, you'll see a small castle with a flagpole. To complete the stage and proceed to the next area, jump onto the flagpole and drag the flag down—the higher you jump on the pole, the more points you will receive.



# TECHNIQUES

## Jumping

You can jump the same height, regardless of your size. Instead, the height of your jump depends on how long you press and hold the A Button. To jump even higher, press and hold the B Button to get a running start before you leap.



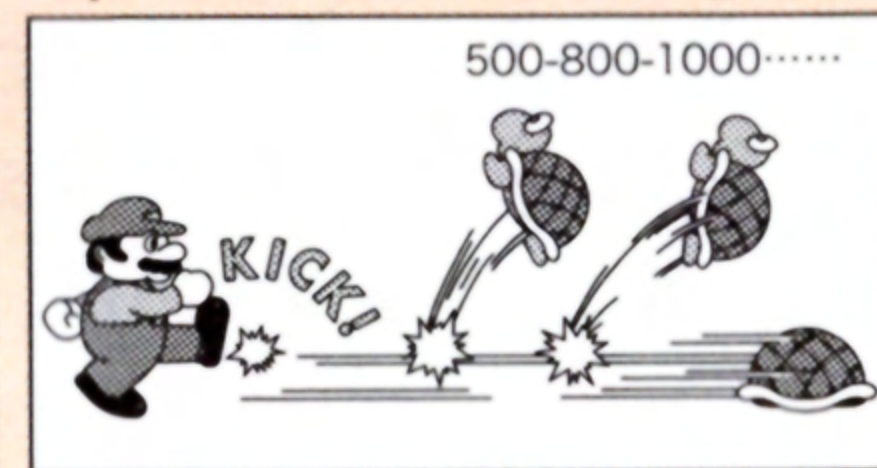
## Defeating Enemies

Defeat enemies from below by bumping the block they are standing on. Most enemies can also be defeated by stomping on them from above. Don't jump into an enemy from beneath or allow one to touch you from the side, or you'll be damaged.

\*While swimming underwater, any kind of contact with enemies—even dropping down on them from above—will damage you.

## Stomping

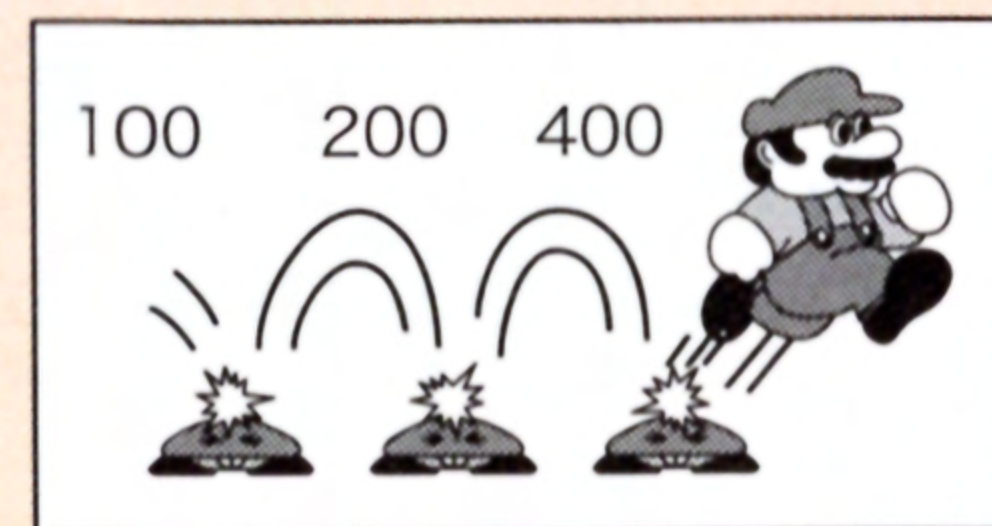
Jump and stomp on Koopa Troopas to momentarily stun them, forcing them to retract back in their shell. Kick the shell from the side to send it sliding. The fast-moving shell will knock out any enemies it slams into, making shell-kicking a perfect technique for defeating large groups of enemies.



The number of points you receive for defeating an enemy depends on how you attack it—try dispatching enemies several different ways to learn the most rewarding method.

## Combo Bonuses

Defeat multiple enemies consecutively with a shell or jump attacks to earn big point bonuses.



## ***GAME TIPS***

- You'll earn 50 points every time you bust a block. Breaking blocks will also yield hidden coins, power-ups, and 1-ups.
- Coins are worth 200 points apiece. For every 100 coins you collect, you'll earn an extra life. Search every stage for secret coin stockpiles.
- There are several ways to earn extra lives—experiment to discover the most effective techniques for earning 1-ups.
- When you complete a stage, you may see fireworks blasting off in the sky. You'll earn 500 points for each firework you set off—how many can you set off?

### **Losing Lives**

You will lose a life if

- You are attacked by an enemy.
- You are hit by a sliding turtle shell.
- You fall into one of the holes and chasms scattered throughout the world.
- You fail to finish the stage before time runs out.

## LINKED PLAY

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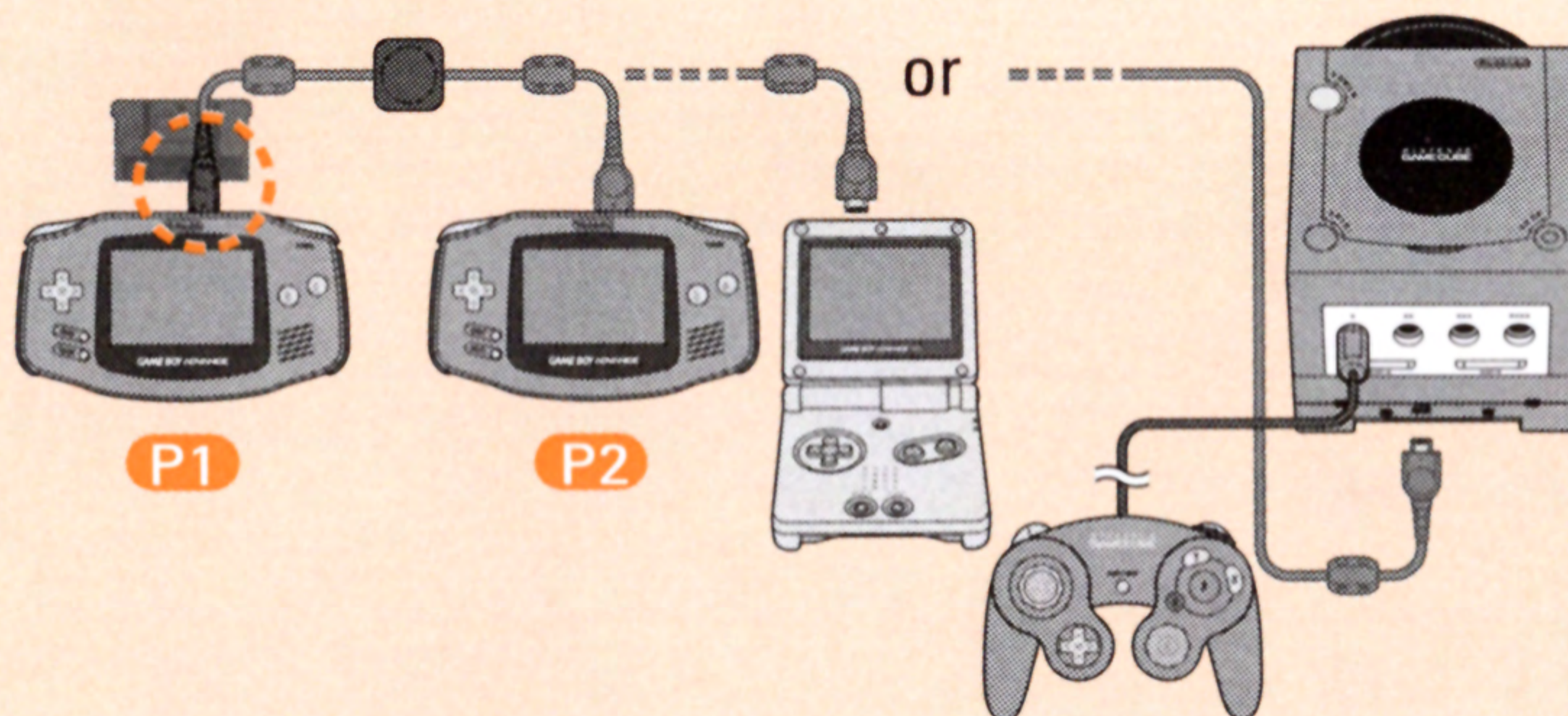
With Linked Play, two players can link up and play Super Mario Bros. by connecting with a Game Boy Advance Game Link cable. To begin Linked Play, you'll need the following equipment:

**Any two of the following:** Game Boy Advance, Game Boy Advance SP, Game Boy Player (including Nintendo GameCube controller).

**Super Mario Bros. Game Paks: 1**

\*You can also link and play using two Super Mario Bros. Game Paks.

**Game Boy Advance Game Link cables: 1**



## ***LINKED PLAY***

- 1.** Make sure that the power of both systems is turned OFF before inserting the Super Mario Bros. Game Pak. The system with the Game Pak will be Player One.
  - \* When playing a game with two Game Paks, the system connected with the purple end of the Game Boy Advance Game Link cable will be Player One.
- 2.** Insert the Game Link cable into the Expansion Port of both systems.
- 3.** Turn ON the power of both systems. When the title screen appears, press the L and R Buttons to access the system menu.

4. From the system menu, select Linked Play and then press the A Button to reach the Linked Play confirmation screen.
5. At the Linked Play confirmation screen, press START to connect and return to the title screen.
6. At the title screen, select 2 PLAYER GAME and press START to begin.
  - \* When using only one Game Pak, Player 2 can disconnect from Player 1 and still continue to play the game.

## **Linked Play Troubleshooting**

If you're having trouble with Linked Play, the following malfunctions may be occurring:

- You are attempting to connect with a cable other than the Game Boy Advance Game Link cable.
- The Game Link cable is not fully plugged into the correct ports.
- While establishing a link, the Game Link cable was removed and plugged back in.

# IMPORTANT LEGAL INFORMATION:

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For further information or assistance, please contact:

Nintendo Consumer Service

[www.nintendo.com](http://www.nintendo.com)

or call 1-800-255-3700

(U.S. and Canada)

# WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our web site at [www.nintendo.com](http://www.nintendo.com) or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

## HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

## GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

## SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at [www.nintendo.com](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

## WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

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***NINTENDO CUSTOMER SERVICE  
WWW.NINTENDO.COM***

*or call 1-800-255-3700*

*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time  
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